

scooter's

magic castle

USER'S MANUAL



A DIVISION OF ELECTRONIC ARTS



SCOOTER'S MAGIC CASTLE

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SYSTEM REQUIREMENTS

- 386 CPU or higher, running at 25 MHz or faster
- Hard drive required with 1 MB of free space
- 640K Base RAM (580,000 bytes free)
- VGA required
- Mouse required
- Sound Blaster sound card
- DOS version 3.3 or higher
- CD-ROM drive

NOTE: Before installing Scooter, check the MSCDEX.EXE line in your AUTOEXEC.BAT file for the following: if a "/e" appears, remove it. Set "/m:x" so that x is no greater than 4. If neither of these arguments exist, no action is required.

INSTALLING FROM CD-ROM

1. Insert your CD into your CD-ROM drive.
2. At the DOS prompt, switch to your CD drive by typing the drive-letter of your CD drive followed by a colon, and press ENTER. For example, if your CD drive letter is "D," type D: and press ENTER.

3. Type install and press ENTER. the EA*Kids Install program begins.

NOTE: EA*Kids CD games must be installed to the same drive (or drive partition) as the EA*Kids Theater. If the EA*Kids Theater is located on the C:/> drive you must install your EA*Kids game to the C:/> drive

4. Choose to install both your game and the EA*Kids Theater, or your game only (to save on disk space). Whether or not you choose to install the Theater, a batch file is created for you to start the game from. Select your choice, then click a mouse button or press ENTER.
5. Highlight EASY INSTALL or CUSTOM INSTALL. Click a mouse button or press ENTER to make your selection.
6. At the C:\> prompt (or the letter of the drive you installed your EA*Kids game on), turn to the Loading or Starting section to see what to type to begin your EA*Kids game.

What happens if I choose EASY INSTALL?

EA*Kids Install does everything for you.

NOTE: If you have more than one hard drive or hard drive partition with enough space, the program will ask you to select the hard drive onto which you want to install your EA*Kids game.

What happens if I choose CUSTOM INSTALL?

EA*Kids Custom Install lets you choose your speech and music hardware. This is especially useful if you want to choose different hardware for music and speech. If you

are not familiar with your speech and music hardware, you should probably choose **EASY INSTALL** and let the installer find your speech and music hardware for you.

7. If you chose **EASY INSTALL** go directly to step 8.

If you chose CUSTOM INSTALL:

- a. Highlight **SPEECH** or **MUSIC** and click any mouse button or press **ENTER** to make your selection.
 - b. Highlight your choice of speech or music hardware, or choose **MORE CHOICES** or **CANCEL**. Click any mouse button or press **ENTER** to make your selection.
 - c. When you have finished setting up your speech and music hardware, the **EA*Kids** Installer displays the choices you have made. If you would like to make a change, repeat steps a and b. Otherwise, choose **THIS LOOKS CORRECT** to return to the main Install screen.
8. When your game has been installed, you have the choice of either launching your game from the **EA*Kids Theater**, or exiting to **DOS**. Use the mouse, arrow keys to spacebar to move the white box to your choice, then click any mouse button or press **ENTER** to make your choice.

*If you choose to exit to **DOS**, you can launch the **EA*Kids Theater** using the instructions under Loading the **EA*Kids Theater** from **DOS**. To launch just your game, use the instructions under Loading your **EA*Kids Game** from **DOS**.

LOADING THE EA*KIDS THEATER FROM DOS

To load the EA*Kids Theater from DOS:

1. Change to the drive on which you installed the EA*Kids Theater. For example, if you installed the Theater onto your C: drive, type c: and press ENTER.
2. Type eakids, and press ENTER. The EA*Kids Theater appears.

Each EA*Kids game you have installed appears as a movie poster on the left side of the theater. If you use the mouse to move the cursor over a movie poster, the poster becomes highlighted. You can also use the arrow keys or the spacebar to move the highlight from one area of the screen to another. The marquee sign tells you which game or option you currently have highlighted.

- To launch the EA*Kids game you have highlighted, click any mouse button or press ENTER.

If you have more than one EA*Kids game installed, an arrow appears on the left side of the marquee. If you have more than one preview installed, an arrow appears on the right side of the marquee. When you use the mouse to move the cursor over an arrow, the arrow becomes highlighted.

- To see more movie posters, click on the arrow on the left side of the marquee.
- To see more preview posters, click on the arrow on the right side of the marquee.

NOTE: You can also use the left and right arrow keys or the spacebar to move the highlight, and to scroll the screen left or right.

- To leave the EA*Kids Theater at any time and return to DOS, click on the EXIT sign next to the ticket booth. If you launched the Theater from the EA*Kids Boot Disk (created in Theater Options), you must remove the boot disk and restart your computer to exit the Theater.

LOADING SCOOTER'S MAGIC CASTLE FROM DOS

When you installed your game, a batch file was written to the root directory. To load your EA*Kids game from DOS, type the name of the batch file. For example, if you installed Scooter's Magic Castle, the batch file is called SCOOTCD.BAT. At the DOS prompt, just type SCOOTCD to begin the game.

Once Upon A Time there was a brave adventurer named Scooter. He loved to explore the fields and forests near his home. One day he came across a babbling brook. The water was clear and cold, the grass around it was deep and green, and the sand was clean and white. "What a wonderful place for a sand castle!" he thought.

So he sat down on the ground. He scooped up sand and clay and made a wonderful castle with a tower and a big front door. But something was missing.

Scooter thought and thought, but he couldn't figure out what his new castle lacked. Just then a wise and friendly owl flew down from the sky and gave him a funny looking stick with a bright star on the end. It looked like a wand. "That's it!" thought Scooter. "Magic is just what this place needs!"

He took the wand and waved it over the castle, but nothing happened. "Oh well," he thought, "I guess this old thing doesn't work." So he started walking home.

But when he reached the top of the hill, he heard a thundering roar! And he turned just in time to see a giant castle spring up on the very spot where he built his sand castle!

Now you and Scooter can play all day in his Magic Castle. It's packed full of rooms with exciting puzzles and games.

Scooter is a great pal to have around when you're looking for things to do. He knows you'll have a lot of laughs as you try to solve the challenging mysteries in the Magic Castle.

His friend Theo, a wise old owl, is always willing to get him out of a jam. Theo likes to pass his wisdom on to others, especially kids; and he'll always try to lend a hand if you and Scooter need help.

So think hard, use your imagination, and join the fun in the wondrous world of Scooter's Magic Castle!

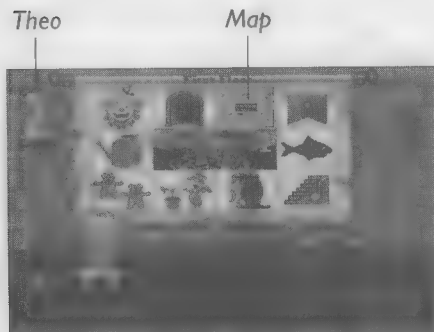
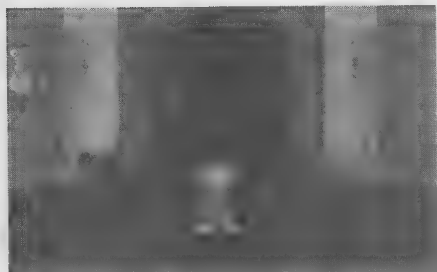
THE MAGIC WAND



You can select items or activities with the Magic Wand. And sometimes when you wave the Magic Wand over things they come alive! Wave it over torches, windows, pictures and objects, and see what happens!

- **To Wave the Magic Wand:** Move the mouse so the Wand moves over the item you want to select, then click once on the left mouse button.

THE MAGIC CASTLE



The Magic Castle is a sprawling three-story structure packed full of chambers with music, games and puzzles. Together, you and Scooter can make your way through the castle and explore a world of fun. There are ghosts and dragons and mice. There are trap doors and revolving walls. And there is the old wizard who sleeps almost all of the time! There is even a mysterious fellow who tries to sneak off with the castle's treasures!

At the beginning of the game Scooter stands just inside the front door. He's waiting for your direction.

You can enter a chamber one of two ways: by guiding Scooter through the hallways, then clicking on the door to that chamber, or by choosing the chamber from the map.

- To Guide Scooter through the hallways to a chamber: Move the Magic Wand along the carpet toward the edge of the screen. When the Wand turns into an arrow, click the mouse button.
- To Enter a chamber by choosing it from the map: Click on Theo. The Scroll appears. Click on the Map icon, then click on the icon representing the area you want to visit.

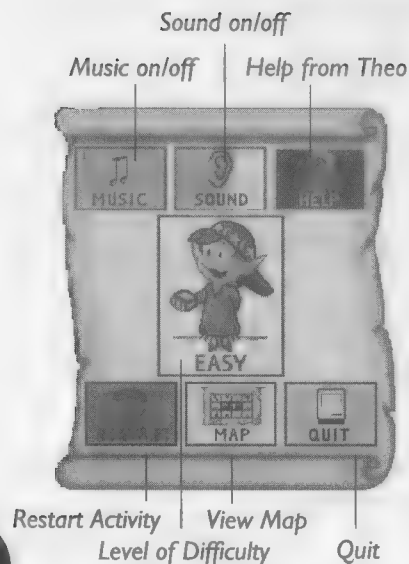
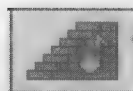
Sometimes Scooter waits outside the chamber you choose to enter. If he stands outside the door, click on the door, and he will enter the chamber.

Once you are inside a chamber, you are ready to begin the activity.

- To Start any activity: Click on the object that sparkles.

Let's take a quick walk through the process just to make sure it's clear. Suppose you want to go directly to the Musical Stairs.

- 1) First click on Theo. The Scroll appears.
- 2) Then click on the Map icon. The Map appears.
- 3) Then click on the Musical Stairs icon (the stairway with the musical note). Scooter travels to the Musical Stairs.
- 4) Once you arrive at the Musical Stairs, click on the sparkling note. The activity begins!



Theo's Scroll

Theo follows Scooter all over the castle. Most of the time he can show Scooter how to get out of jams when Scooter gets confused or when he forgets. He also helps you perform several basic game set-up functions.

- To Look at Theo's scroll: Click on Theo with the wand.
- To Roll the scroll up: Click anywhere off the scroll.

MUSIC

The Music feature lets you turn the background music on or off.

- To Turn the Music OFF: Click on *Music*.

You can turn the Music back ON by clicking on it again.



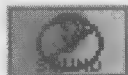
Library

There are three background themes from which to choose.

- To Change the background music:

- 1) Select the map. (See Map below.)
- 2) Go to the Library. (It's on the second floor.)
- 3) Exit the Library.
- 4) Click on the chair in the hallway. Scooter finds himself in the Organ Room. A ghost is playing the organ!
- 5) Click on the ghost to change the theme.

You can turn the Music back ON by clicking on it again.



SOUND

The Sound feature lets you turn the sounds on or off.

- To turn the Sound OFF: Click on Sound.

You can turn the Sound back ON by clicking on it again.

If you are not using a mouse, press **Ctrl-S** to turn the Sound on and off.

HELP

The Help feature provides clues when you run into a puzzle that is too difficult, or when you aren't sure how to play a game.

Theo will never show you how to start an activity, but once you have started he will help you figure out what to do.

- To Get Help: Click on the question mark.

Theo flies down from his perch and shows you what to do.

RESTART

The Restart feature lets you start the activity you are playing over again from the beginning.

- To Restart the activity: Click on Restart.

Two pictures of Scooter appear. In one picture Scooter is nodding yes, and in the other picture he is shaking his head *no*.

- To Restart: Click on the face that is nodding *yes*.

If you made a mistake or you decide you want to continue where you left off: Click on the picture of Scooter shaking his head *no*.

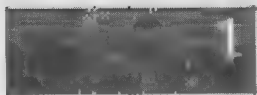
MAP

The Map lets you go directly to a specific chamber in the castle.



- To View the Map: Click on the Map icon.

The Map appears. It shows every chamber on the first floor. The flashing blue border shows which chamber you are in.



- To View the Maps of the second and third floors: Click on the castle in the middle of the map
- To Go to a chamber: Click on the icon of your choice.

Note: Don't be afraid to walk around the Magic Castle without the Map! There is a lot more to enjoy than meets the eye!

QUIT

The Quit feature takes you out of the game.



- To Quit:

1) Click on Quit



Two pictures of Scooter appear. In one picture Scooter is nodding yes; and in the other picture he is shaking his head no.

2) Click on the face that is nodding yes.

If you made a mistake or you decide you want to continue where you left off: Click on the picture of Scooter shaking his head no.

LEVELS OF DIFFICULTY

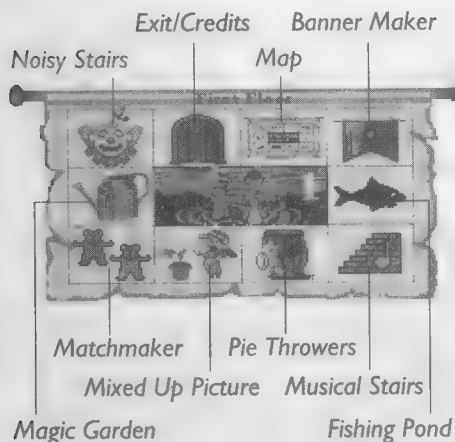


Each game has three levels of difficulty to suit any young child's abilities: Easy, Medium and Hard.

- To change the level of difficulty: Click on the picture of Scooter in the middle of the scroll.

If a game or activity is in progress, you must complete the game or click on Reset on the scroll to begin the game or activity at the new level of difficulty.

Note: The Magic Garden, the Beaker Room and the Banner Maker Room do not have multiple levels of difficulty.



THE CASTLE CHAMBERS

FIRST FLOOR

NOISY STAIRS

Memory skills, auditory recognition, following directions

Object of the Activity: Repeat the patterns the magic clown makes on the Noisy Stairs. You can also make your own noises!

This is where Scooter makes funny noises by touching his Magic Wand to the stairs. He also plays a memory game here.

- To make noises: Click on any step, then click on another.
- To Start the memory game:
 1. Click on the giant clown on the banner behind the stairs.
A step will light up and make a noise.
 2. Click on that step.
That step lights up and makes its noise.
When you pick the right step, that same step *and* another step light up and make noises.
- To keep playing the game: Remember which steps lit up and click on them in the right order.



Click on the clown to start.

If you click on the wrong step, Scooter shakes his head *no*, the step turns black and a funny noise tells you that you have chosen the wrong step. The pattern repeats itself so you can try again.

If you correctly complete a pattern, Scooter nods *yes*, and a new pattern begins.



Here are the numbers of sounds in the patterns for each level:

Easy: up to 4 noises

Medium: up to 6 noises

Hard: up to 8 noises

FRONT DOOR

Click on the front door if you want to quit the game and exit to the EA*Kids Theater or to DOS if the Theater is not installed. (You can also read the names of the people who created Scooter!)

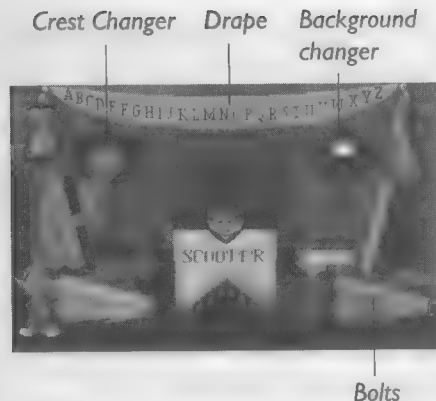
- To Quit the game:

- 1) Click on the front door.

Two Scooter faces appear. One is nodding *yes*, and the other is nodding *no*.

- 2) Click on the face that is nodding *yes*.

If you made a mistake or decide you want to continue where you left off: Click on the picture of Scooter shaking his head *no*.



BANNER MAKER

Visual Creativity

Object of the Activity: Design your own banner!

This is the chamber where Scooter designs his own banners. You can help him create all kinds of banners that magically appear in the halls of the Magic Castle!

- To Change colors: Click on a bolt of cloth. The wand turns into a paint brush. Then click on the banner.
- To Change the background pattern: Click on the crest hanging on the wall to the right of the banner.
- To Change the banner's animated crest: Click on the crest hanging on the wall to the left of the banner.
- To Write your name or a word: Click on the letters on the drape above the banner. You can also use the keyboard to type letters. You can type letters to fill one line on the banner.
- To Erase the letters: Move the Magic Wand over the word. The Magic Wand turns into an eraser. Click on the word. The letters will disappear one by one.



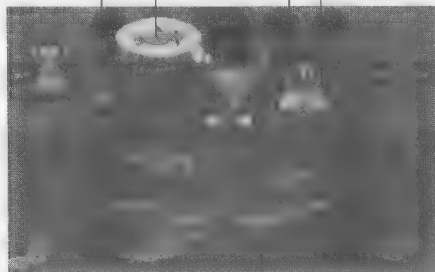
FISHING POND

Observation, Deductive Reasoning, Hand to Eye Coordination

Object of the Game: Look in the water and try to catch all of the fish that match the fish in Scooter's thought balloon. But be quick! The clock is ticking!

Have you ever been fishing? Scooter loves to fish. He's thinking of the kind of fish he would like to catch. Can you help him catch the same kind of fish he is thinking of?

Gameclock Fish in
 thought balloon Fish caught
 Fish to catch



Matching fish

Number of fish you have caught



Number of fish you are trying to catch

To Start:

1. Click on the sparkling broom. Scooter turns the broom into a fishing pole and sits down at the end of the pier.
2. Look at the fish in Scooter's thought balloon, and when you see the exact same fish swim by, move the friendly hook so it covers that fish, then click.

If you catch the right fish, it jumps in the basket and a new fish appears in Scooter's thought balloon. If you catch the wrong fish, it jumps back into the water.

The number of fish you need to catch in this game is displayed on the scale beside Scooter. The number of fish you have caught is displayed on the basket on top of the scale.

If time runs out before you catch the number of fish displayed on the scales, the fish you have caught jump back into the pond, and you start over again.

Here are the numbers of fish you must catch at each level:

Easy: 6

Medium: 8

Hard: 10

MUSICAL STAIRS



Music, Memory

Object of the Activity: Repeat the patterns of notes on the Musical Stairs. You can also play your own music!

Click on the note to start



This is where Scooter makes music by touching his Magic Wand to the stairs. He also plays a memory game here.

- To make music: Click on any step, then click on another.
- To Start the memory game:

1. Click on the giant note on the banner behind the stairs.

A step will light up and play a note.

2. Click on that step.

The step lights up and plays its note.

When you pick the right step, that same step *and* another step light up and play notes.

- To keep playing the game, you have to remember which steps lit up and click on them in the right order.

If you click on the wrong step, Scooter shakes his head *no*, the step turns black and a funny noise tells you you have chosen the wrong step. The pattern repeats itself so you can try again.

If you complete the pattern, Scooter nods *yes*, and another pattern begins.



Here are the numbers of notes in the patterns at each level:

Easy: up to 4 notes

Medium: up to 6 notes

Hard: up to 8 notes

MIXED UP PICTURE

Logic, Visual Memory



Empty space



Object of the Puzzle: The picture is all messed up! Put the picture back together again.

This is the place where Scooter sneezes so hard he mixes up a picture. Can you help him put the pieces where they belong?

• To Start:

1. Click on the flower.

2. Then click on a piece of the picture to move it.

The piece moves to the empty space.

3. Keep moving pieces until the picture is in order. When you have arranged all of the pieces correctly, the blank space automatically fills in.

• To Select another picture before a game starts or after a game ends: Click on the picture.

Here are the numbers of pieces for the pictures in each level:

Easy: 5

Medium: 11

Hard: 23

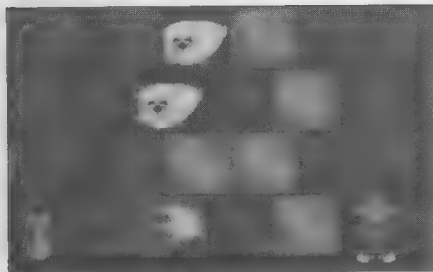


MATCHMAKER



Matching, Vocabulary

Object of the Game: Try to match two identical pictures.



Can you find the other eagle?.



A thief has hidden the treasure in a secret chamber behind the wall! Scooter follows him, but suddenly the trick wall shuts in front of him! You can help Scooter open the wall by matching the pictures on the bricks.

- To Start: Click on one of the light-colored bricks of the wall. Then click on another. If both pictures are the same, you've made a match. See what happens! Now try to make another match.

If the pictures don't match, the bricks turn over, and you can try again!

When you have matched all of the pictures, you and Scooter will discover what lies behind the wall!

Here are the numbers of bricks you need to match at each level:

Easy: 4

Medium: 8

Hard: 16



Watering can

Shovel

Shears



MAGIC GARDEN

Creativity, Gardening

Object of the Activity: Use the tools and magic seeds to plant a garden!

This is where you and Scooter make things grow! You can plant trees and flowers of all kinds.

• **To Start:**

1. Click on the Shovel.
2. Then click on any of the sparkling seed packages to plant a flower or on the sparkling seed bags to plant a tree.

Holes appear in the dirt.

3. Click on a hole. You can plant up to six trees and twelve other plants in any combination.
4. When you're finished planting seeds click on the watering can, move it to the dirt mound, and click again.
5. Then watch what happens!

After the garden has grown you can cut down the flowers and trees and change your garden.

To Cut down a flower or tree:

1. Click on the Shears.
2. Carry them to the plant you want to remove and click. Then click on the shovel and plant some new seeds!

You can even change the stones on the walkway by clicking on the piles of stones beside the seed bags.

To Exit: Carry the Magic Wand or the gardening tool you have to the arch and click on the left mouse button.

FUN! Click on the gophers!

SECOND FLOOR

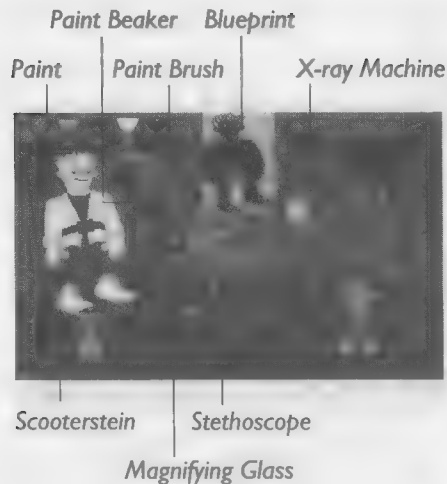


LABORATORY

Color Discrimination, Creativity

Object of the game: Paint the monster so he matches the blueprint on the wall. Explore the specimens with laboratory instruments.

In the Laboratory, you can explore and you can play the color matching game Scooterstein. You can explore objects in the lab with the stethoscope, magnifying glass and X-Ray machine. You can also paint Scooterstein so he looks just like the blueprint hanging on the wall.



• To play Scooterstein:

1. Click on the sparkling paintbrush on the lab table.
2. Then click on the beaker with the color you want. Paint will flow through the tube into the paint beaker.

Note: You may have to click several colors to get the color you need if you play the medium or hard levels.

3. Click on the paint beaker. The brush will turn the same color as the paint you just poured.
4. Click on the part of Scooterstein you want to paint. Repeat with the correct colors until Scooterstein looks just like the blueprint.

Note: The paint brush will only paint the color you have selected. If the blueprint calls for gray paint, you must mix black and white paint then paint that area gray.

To explore with the stethoscope:

1. Click on the stethoscope lying on the lab table.
2. Then click on the object you want to hear.

To explore with the magnifying glass:

1. Click on the magnifying glass lying on the lab table.
2. Then click on the object you want to see.

To explore with the X-Ray machine:

1. Click on the X-Ray machine on the table under the clock.
2. Then click on the object you want to X-Ray.

***FUN!** A bat is sleeping outside of the Laboratory. Click on the bat several times rapidly to see a swarm of flying bats!*

MAGIC FACEMAKER

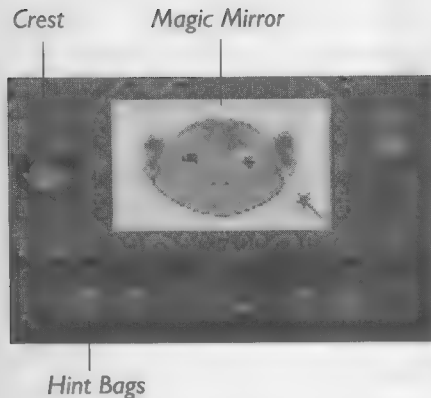


Memory, Creativity

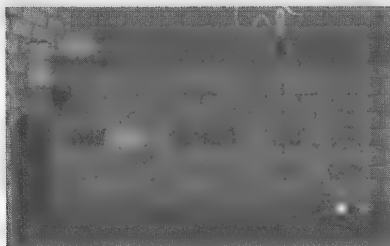
Object of the Activity: Disguise Scooter by changing his hair, eyebrows, eyes, ears, nose, mouth and chin. You can play a game, too. It's called Mug Shot, and you have to fill in the missing features.

This is where Scooter makes wacky faces and challenges you to a memory game!

- To Start: Click on any of the above features to change them.
- To Play Mug Shot:



1. Click on the crest on the wall. The features in the big mirror begin to cycle. A funny face is made. Remember what it looks like! Then question marks appear on the face where some of the features were.
2. Click on a question mark to cycle through features. When the correct feature appears, click on the next question mark and repeat.



You know you made the right face when the face in the mirror starts doing funny things! Eyes wink; noses twitch! If nothing is happening to the face in the mirror, keep trying to find the right features.

If you forget what the face looked like, click on a Hint Bag. The face you want to make appears for a few seconds. Keep filling in the features until the face you are trying to match appears. If you use up all the Hint Bags, Scooter will start the game all over.

- To Return to the facemaker activity: Click on the crest.

Here are the numbers of features you must replace in each level:

Easy: 3

Medium: 7

Hard: 10

SECRET STAIRS

Patterning Skills, Memory



Object of the Game: Figure out the pattern the flashing stones make and choose the next stone in the pattern.

Here is the sneaky man who keeps moving the treasure! He has gotten away again! Scooter tries to chase the man, but he can't climb the wall. You can help Scooter climb the wall!

- To Start: Scooter shows you how to play. A row of colored bricks appears. The bricks flash in a pattern. After the last brick has flashed, Scooter picks the brick that he thinks would flash next to complete the pattern.

Now you try! Watch the bricks flash. Try to figure out the pattern.

When the last brick flashes, pick the brick you think would flash next in the pattern.

If you choose the right brick the row of bricks turns green and a brick slides out of the wall. Each time you solve a puzzle, another brick slides out, and Scooter climbs until he gets to the top.

In the Medium or Hard levels, if you choose the wrong brick the wall turns red, one of the moving bricks slides in, and Scooter falls down a step.

Help Scooter climb all the way to the tower!

Click on the rope to climb down the wall.

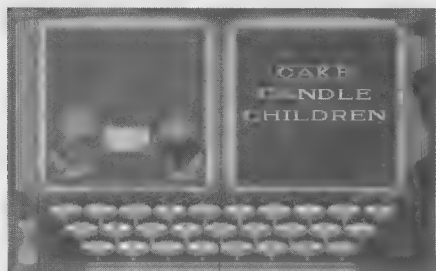
Here are the numbers of rows you must climb at each level to reach the tower:

Easy: 5

Medium: 8

Hard: 11





Turn page

Keys

Turn page

LIBRARY



Spelling, Vocabulary, Keyboarding

Object of the Game: Fill in the missing letters in each word.

Scooter loves to read in the library. His favorite books have pictures and words.

• To Start:

1. Click on the open book.

Scooter is transported into the magic typewriter. The first letter of the first word is blinking.

2. Click on the typewriter key that matches the blinking letter. Then click on the key that matches the next blinking letter. You can also use the keyboard to type the letters in.

3. Complete all of the words and see what happens!

• To turn the pages: Click on the left or right arrows at the bottom corners of the book.

Note: When you are playing at the Medium or Difficult skill levels, the words in the book are missing some letters. You have to figure out what letters are missing and type them in.



Empty space



MIXED UP STAINED GLASS WINDOW

Logic, Visual Memory

Object of the Puzzle: The Stained Glass Window is all mixed up! Put the picture back together again.

This is the place where Scooter kicks a ball high into the air. Oops! Can you help him put the pieces of the picture back where they belong?

- To Start:

1. Click on the ball.
2. Then click on a piece of the picture to move it to the empty space.
3. Keep moving pieces until the picture is in order. When the last piece of the picture is moved to its correct location, the empty space fills in.

Here are the numbers of pieces in the picture at each level:

Easy: 3

Medium: 7

Hard: 11



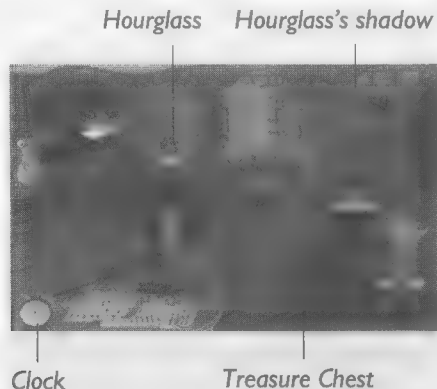
WIZARD'S CHAMBER



Memory, Logical Relationships

Object of the Game: Place each object beside its shadow before time runs out.

This is where the Wizard sleeps. And this is where the ghost works his mischief and mixes everything up. Can you help Scooter put everything back before the Wizard wakes up?

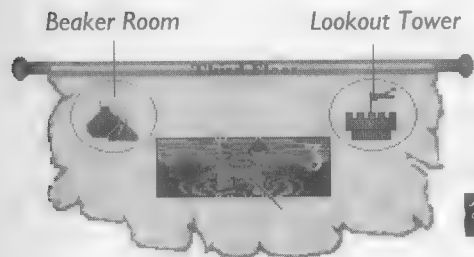


• To Start:

1. Click on the treasure chest. A ghost appears and magically separates the objects from their shadows. When the ghost is finished, begin moving the objects back to where they were. Use the shadows to help you remember where the objects were before the ghost moved them.
2. To move an object: Click on the object. Then move it to its correct location. Make sure the shape of the object matches the shape of the shadow! Then click again. When you click to put an object down, you automatically pick up the object you replaced.
3. Repeat until all objects are beside their shadows. But hurry up! Time is running out! If you don't have enough time to put all of the objects back, the Wizard takes you for a little spin! Keep trying until you get them all!

Here are the numbers of objects you must return at each level:

Easy: 6
Medium: 10
Hard: 15



THIRD FLOOR

BEAKER ROOM



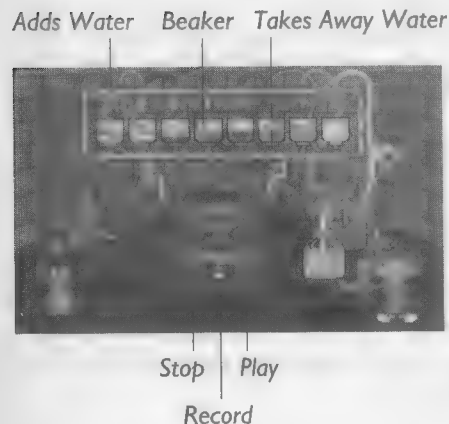
Music, Exploration

Object of the activity: You and Scooter can play and record songs.

• To Start:

1. Click on one of the colored beakers. You hear a sound.
2. Click on the different beakers to make a tune.

- To Record a tune: Click on the button with the white circle on the tape recorder just beneath the sink.
- To Play the tune again: Click on the button with the green triangle on the tape recorder beneath the sink.
- To Stop recording or playing: Click on the button with the red square on the tape recorder beneath the sink.
- To Make the sound a higher pitch, click on the hose nozzle just above the beaker. Colored water flows into the beaker. Repeat until you hear the sound you want.
- To Make the sound a lower pitch, click on the drain just below the beaker. Colored water flows out of the beaker. Repeat until you hear the sound you want.



Note: There is no Save feature. Once you record and replay a tune, that tune is saved on the recorder only until you begin playing another tune on the beakers.

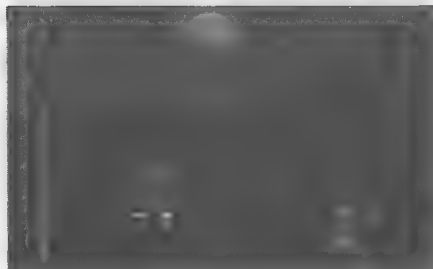
LOOKOUT TOWER



Exploration

Object of the activity: To watch the seasons change.

- To Change the seasons: Click on the sky.
- To Exit: Click on the bottom of the flagpole.



TRAP DOORS

Hidden throughout the Magic Castle are trap doors and revolving walls. These are triggered when you click on certain objects while standing in the halls. The trap doors and revolving walls may take you to any room in the Castle, but there are three rooms you can reach by trap doors or revolving walls only.

OPTIONS

ORGAN ROOM

This secret room is where the Castle's host, a purple ghost, plays his ancient organ. You can change the background music in the entire castle.

- To change the Background Music: Click on the ghost.

(Hint: You can get to the Organ Room by sitting in the blue chair outside of the Library.)

QUICK KEYS

If you're not using a mouse, you can use the Key Commands to perform the Scroll functions and to point and click.

- To Move the Magic Wand:



- To Activate the Command (or click)



- To Turn the Music Off or On:



- To Turn the Sound Off or On:



- To Pull down the Scroll:



- To Restart:



- To Quit:



- To Pause



NOTE: The arrow keys can be used to move the cursor if your mouse isn't working.

HELP AND THEATER OPTIONS

The ticket booth is the place to go for help and theater options. Help answers questions you may have, and Theater Options offers several options you may find useful.

- To access HELP and Theater Options, use the mouse or arrow keys or the spacebar to highlight the ticket booth, then click a mouse button or press ENTER. The HELP screen appears.

HELP

The HELP menu offers information on several Theater features.

- To find out about a Theater feature, use the mouse, arrow keys to highlight the feature you want to learn about, then click a mouse button or press ENTER.

A message appears explaining the feature. When you have finished reading the message, choose RETURN TO HELP MENU, or DONE to return to the Theater.

THEATER OPTIONS

In the Theater Options menu, as well as within each option, use the following instructions to make your selections:

- Use the mouse, arrow keys, or spacebar to highlight the menu item you want to use, then click any mouse button or press ENTER.
- You always have the option of choosing DONE to exit Theater Options, or RETURN TO OPTIONS MENU. You can also click on the EXIT signs on either side of the screen to return to the front of the Theater.

Theater Options offers several options:

CREATE A BOOT DISK: Makes a special disk you can use to start your computer. Your computer will start up normally, however this disk restricts use of your computer to the EA*Kids Theater, and to EA*Kids games. Use this feature if you don't want your children to have access to your hard drive. You will need a blank, unformatted, high density disk. This feature is only to restrict access to your hard drive. For information on making a boot disk to free additional base memory, see "Freeing Up Additional Memory Using a Boot Disk."

NOTE TO DOS 3.3 USERS: In order to CREATE A BOOT DISK, the EA*Kids Theater must be located on the same drive as your DOS directory.

DELETE EA*Kids PREVIEW: Lets you select a preview and remove it from your hard drive

DELETE EA*Kids PROGRAM: Lets you select an EA*Kids game and remove it from your hard drive.

INSTALL NEW EA*Kids PROGRAM: Lets you install another EA*Kids program.

NOTE: EA*Kids CD games must be installed from DOS. To install your EA*Kids CD game, see Installing from CD-ROM.

THEATER MUSIC: Lets you choose the song you'd like to hear in the Theater (or NO MUSIC).

SYSTEM SET-UP: Lets you specify your speech, music, and other hardware.

USING YOUR BOOT DISK

When you start your computer using your Boot Disk, the EA*Kids Theater launches automatically and the EXIT sign is not present on the screen. This way you can let your children start their EA*Kids games all by themselves without giving them access to your computer's hard drive.

NOTE: If your system automatically boots a program such as Windows,[™] a menuing system, or a DOS shell, you will have to exit that program before the EA*Kids theater will launch. To prevent these types of programs from loading you can edit the AUTOEXEC.BAT file on your EA*Kids boot disk. This will not affect the way your system normally starts up. For more information about editing your AUTOEXEC.BAT file please see, *Freeing Up Additional Memory Using The DOS Boot Disk*, or refer to your DOS manual.

To start the Theater from the Boot Disk:

1. Place the Boot Disk into drive A:
2. Restart your computer. The EA*Kids Theater loads automatically.

Kids can launch installed EA*Kids games from the Theater, and after playing they are returned to the Theater. The only way to exit the Theater is to remove your EA*Kids Boot Disk and restart the machine.

TROUBLE SHOOTING

If you are having trouble playing your EA*Kids game, the information in this section may help you get going again. First, make certain your system meets the requirements listed under System Requirements in your user manual.

PROBLEM	POSSIBLE CAUSE	SOLUTION
Sound comes from PC speaker instead of sound card, or no sound at all.	Wrong sound card chosen during system set-up (or NO MUSIC was selected).	Choose the correct sound card in Theater Options or re-install the game and choose the correct sound card.
	Game not loaded from Theater or root directory.	Load game from Theater or root directory. If this fails, see Problems Loading Your Game? in the next section.
	This EA*Kids program may not support your sound card.	Check the System Requirements.
Game won't load from theater—Theater reappears.	May be one of several problems.	Follow the Loading From DOS instructions. Look for any error messages below.
Can't load Theater—EA*Kids game launches immediately.	You may be using an old version of the mouse driver software.	Update your mouse driver.

PROBLEM	POSSIBLE CAUSE	SOLUTION
"There's is not enough hard disk space available to install..."	You do not have enough free space on your hard drive to install your EA*Kids game. Check the System Requirements section of your user manual for hard disk space required.	Solution: You must remove files and/or programs from your hard drive in order to free up enough space to install your EA*Kids game and the Theater (optional).
"Insert DOS Disk" when creating an EA*Kids Boot Disk	Using DOS 3.3 EA*Kids Theater is not installed on same drive or partition as DOS 3.3.	Run the EA*Kids Theater from the same drive or partition as DOS 3.3.
"Bad Command or File Name" when I type install	Not in correct drive.	Type the name of the drive in which you placed your EA*Kids CD-ROM (example D:).
"Problem writing to your hard drive."	Your hard drive may be damaged.	Consult your computer specialist.
"The EA*Kids Theater cannot continue..."	An important file may have been damaged or deleted.	Delete all files in the Theater directory and re-install the Theater from your latest EA*Kids game.

STILL HAVING PROBLEMS?

If you are having a problem installing or playing the game, we want to help.

- First, please make sure you have thoroughly read the installation and loading instructions in this guide and in your user manual.
- Next, check the System Requirements section of your user manual to make sure you have the required amount of space available on your hard drive BEFORE installing your game.

If you have followed all the directions in your user manual and in this guide and are still having trouble installing or operating your EA*Kids, here are some hints that might help solve the problem. Before attempting any of the following suggestions, make sure you are familiar with the DOS commands being used. Check your DOS manual for more information.

PROBLEMS LOADING YOUR GAME?

We recommend that you load your game using either the EA*Kids Theater or the Loading From DOS instructions. If, for some reason, neither of these methods works for you, you can use the switches below to load your game with the proper sound and music configuration.

For example, to load Scooter's Magic Castle for use with a Sound Blaster:

From the CD-ROM directory: D:\EAKIDS\SCOOTCD. (Substitute the appropriate drive letter for your CD-ROM drive).

Type SCOOTCD/ ms| /ss| and press ENTER. Be sure to include the spaces.

SOOTER CD USERS: To specify music and sound switches, the program must be started at the CD ROM drive prompts.

Because all EA*Kids games do not support the same sound and music cards, be sure to check the System Requirements section of your manual for sound and music card compatibility.

Available music switches are:

Audio Card	Music Switches	Sound Switches
Ad Lib	/ma1	/sa1
Ad Lib Gold	/ma2	/sa2
Covox Speech Thing	/mcl	/sc1
Disney Sound Source	/md	/sd
Digispeech Adapter Board	/me	
Gravis Ultra	/mgl	
MP401 midi interface	/mm	
No music	/mn	
Mediavision Pro Audio 8	/mp1	/sp1
Mediavision Pro Audio 16	/mp2	/sp2
Roland LAPCI	/mr	
Original Sound Blaster	/ms1	/ss1
Sound Blaster Pro (dual OPL2 system)	/ms2	/ss2
Sound Blaster Pro (OPL2 system)	/ms3	
No Sound		/sn

MEMORY PROBLEMS

TSR/DEVICE DRIVERS/DOS SHELLS:

TSR stands for Terminate Stay Resident. A TSR is a program (like SideKick or some menu systems) that automatically starts up when you start up your computer from a hard drive. TSRs and DOS shells are usually installed in your AUTOEXEC.BAT file (found on your root directory, usually C:). Device drivers can also be loaded automatically. These are usually installed in your CONFIG.SYS file (also found in your root directory, usually C:).

These TSRs or device drivers sometimes interfere with games, or take up valuable memory the game may need. It is not a good idea to run any of these programs, device drivers, or shells when attempting to play an EA*Kids game, unless the program or driver is needed to play the game (as in the case of a mouse driver). All other programs, such as Windows,[™] should be disabled before running the EA*Kids Theater or your EA*Kids game.

CHECKING THE AMOUNT OF AVAILABLE MEMORY:

Many problems are caused by the machine not having enough AVAILABLE conventional (or Base) memory. Although almost all machines have 640K of Conventional Memory, TSRs, device drivers, and other types of memory resident programs will take away from the amount of available base memory.

To check the amount of available base memory, type MEM at the DOS prompt (DOS 3.3 users, type CHKDSK), and press ENTER.

“Largest executable program size” is the amount of available base memory. If this number is less than 565K or 578,560 bytes then you probably don’t have enough available base memory to run your EA*Kids game. You should remove any memory resident programs to free up the memory needed. The information below explains how to free up additional base memory.

DOS BOOT DISK:

If you are having trouble installing, experiencing lockups, or other problems, we suggest you try starting up your system with a DOS Boot disk. Here are the steps for creating a DOS boot disk. Please follow these steps exactly.

NOTE: If you find that you need to create a DOS boot disk in order to free up enough memory to play your EA*Kids game, you will not be able to create an EA*Kids boot disk using Theater Options.

1. To create a DOS boot disk you will need a blank high density disk the same size as your A: drive.
2. Type C: and press ENTER.
3. Place the blank disk into drive A:
4. Type Format A:/s and press ENTER.

You will be prompted to insert a blank disk into drive A. Do so if you haven’t, then press ENTER.

5. Once the disk is finished formatting, you will be asked to label, or name the disk. Type in a label or press ENTER for no label.

6. You will now be asked whether you wish to format another disk. Type N and press ENTER.

You now have a DOS boot disk. this boot disk completely bypasses the AUTOEXEC.BAT and CONFIG.SYS files on your hard drive and starts up your computer in as clean a DOS environment as possible.

To start up your machine using the DOS boot disk:

1. Insert the DOS boot disk into drive A:, then restart your machine. Your computer will boot up to the A:> prompt.
2. Type C: and press ENTER to return to your hard drive.
3. Load the EA*Kids Theater normally and be sure to leave the DOS boot disk in the drive while playing

For more information on editing your CONFIG.SYS and AUTOEXEC.BAT files, or on changing your startup configuration, consult your DOS manual.

LOADING YOUR MOUSE DRIVER:

If your mouse driver does not load automatically, you'll need to load it before playing your EA*Kids game. Most standard mouse drivers can be loaded by typing MOUSE. You may need to change to your mouse directory before loading your mouse driver. Your mouse driver may be located in C:\MOUSE, C:\Windows, C:\, OR C:\DOS.

NOTE: If you have other questions about loading your particular mouse driver, consult your mouse or DOS manuals.

FREEING UP ADDITIONAL MEMORY USING THE DOS BOOT DISK:

Users **WITHOUT** a memory manager: It is not possible to free up much more base memory without using a memory manager, which allows one to access Expanded Memory (EMS) or Extended Memory (XMS). Most memory ambitious DOS games require Expanded Memory (EMS) while Windows usually uses Extended Memory (XMS). After completing the procedure below, use the MEM or CHKDSK command to verify that "Largest executable program size," and "bytes free EMS memory (Free Expanded)," meet the requirements in the System Requirements section of your user manual.

To start up your machine using the DOS Boot disk:

1. Insert the DOS boot disk into drive A:, then restart your machine. Your computer will boot up to the A> prompt.
2. Type prompt \$p\$g and press ENTER. The prompt now displays the current directory (A:\>).
3. Type C: and press ENTER to return to your hard drive.

Users with MS DOS 5.0 or greater: Rather than change your permanent system software configuration, you can use the DOS boot disk and the HIMEM and EMM386 memory manager software included with MS DOS 5.0 (or greater) to temporarily free up available base memory and set up Extended (XMS) and Expanded Memory (EMS). To do so, follow the instructions below.

NOTE: If you are **NOT** using the EMM386 memory manger, consult your manufacturer's manual for more information on the proper way to load the program through the CONFIG.SYS file.

READ THIS SECTION COMPLETELY BEFORE YOU BEGIN RECONFIGURING.

NOTE: The following section assumes that your root directory is C:. If your root directory is other than C:, substitute the correct drive letter in the following commands.

To configure the DOS boot disk to free up additional base memory and to set up Expanded Memory (EMS):

1. Back up your CONFIG.SYS and AUTOEXEC.BAT files before editing them so that you can return to the originals if you have any problems:
 - i. At the C:\ prompt, type `copy c:\config.sys c:\config.bak` and press ENTER.
 - ii. Type `copy c:\autoexec.bat c:\autoexec.bak` and press ENTER.
2. Copy the CONFIG.SYS and AUTOEXEC.BAT files from the root directory on your hard drive (C:\) to the root directory on the Boot Disk that you have just created (A:\):
 - i. At the C:\ prompt, type `copy c:\config.sys a:\` and press ENTER.
 - ii. Type `copy c:\autoexec.bat a:\` and press ENTER.
3. Open the boot disk copy of the AUTOEXEC.BAT file (on A:) using the EDIT program from MS DOS 5.0 or greater:

To open the file from the C:\> prompt:

- i. Type `cd\dos` and then press ENTER.
- ii. Type `edit a:\autoexec.bat` and press ENTER.

4. From the Boot Disk copy of the AUTOEXEC.BAT delete all lines, except the following:

@ECHO OFF

PROMPT \$P\$G

PATH=C:\;C:\DOS; (ETC.)

LH <path> \MOUSE

C:\> <path>\MSCDEX.EXE [parameters regarding individual CD-ROM hardware setup]*

* The MSCDEX.EXE CD-ROM driver will be located in a directory that is created when your CD-ROM software is installed. MS DOS 6.0 users: the MSCDEX.EXE driver is also located in the C:\DOS> directory.

* [parameters regarding individual CD-ROM hardware setup] will vary depending on your particular CD-ROM reader. This information should already be included after the MSCDEX.EXE driver in the AUTO EXEC.BAT file you have just copied from your hard drive. For additional information regarding the installation and setup of your CD-ROM reader, please consult your CD-ROM documentation.

<path> is the directory in which your drivers are located.

The mouse driver is normally located in one of the following directories:

C:\MOUSE>, C:\WINDOWS>, C:\DOS>. or C:\>

If you do not have a line that loads your mouse driver, you must load a mouse driver before running your EA*Kids program.

Example: LH C:\MOUSE\MOUSE.COM

NOTE: If you are NOT using the MOUSE.COM mouse driver, your mouse line may be different. Do not change this line if it looks different. If the mouse driver you use has a .SYS extension, it will be loaded through the

CONFIG.SYS file and you should leave that line the same when you are editing the CONFIG. SYS file. If you have other questions about loading your particular mouse driver, consult your mouse documentation or DOS manuals.

5. Save the edited AUTOEXEC.BAT file and open the Boot Disk copy of the CONFIG.SYS file from within EDIT.
 - i. To save, press Alt-F to bring down the File menu and press the "S" key.
 - ii. To open, press Alt-F, press the "O" key and then type "A:\CONFIG.SYS" and press the ENTER key.
 6. While still in EDIT, delete all lines from the Boot Disk copy of the Config. Sys file EXCEPT the following:
DEVICE=C:\DOS\HIMEM.SYS
DEVICE=C:\DOS\EMM386.EXE M9 RAM
DOS=HIGH,UMB
DEVICEHIGH=C:\<CD-ROM driver>*
- * <CD-ROM driver> will vary depending on your particular CD-ROM reader. If your CONFIG.SYS file does not contain the last two lines of the above example, please consult your CD-ROM documentation.

If you do not have these lines, enter them now. If there is a line that loads an additional CD ROM driver or a sound card driver, that information should be left alone.

Peter Pan IBM CD USERS: The "files=xx" line (for example files=15, files=30) MUST remain in your CONFIG.SYS file.

Check the System Requirements section of your user manual to find out if your EA*Kids game requires Expanded memory. If the EA*Kids game you are running requires Expanded memory (EMS), you can specify how much EMS should be available by further editing the EMM386.EXE line of the CONFIG.SYS file on your boot disk. For example, if your EA*Kids game requires 2 megabytes (2Meg free EMS or 2048k free EMS), the EMM386.EXE line should read:

```
DEVICE=C:\DOS\EMM386.EXE M9 RAM 2048
```

If the HIMEM.SYS and EMM386.EXE memory manager files are not located in the DOS directory, replace DOS with the name of the directory where they are located in the first two lines of the above example.

MS-DOS 6.0 USERS: If you are using the DoubleSpace disk compression utility provided with DOS 6.0, you may have some difficulty freeing up enough conventional (base) memory to run your EA CD-ROM game. You will need to load the DBLSPACE.SYS device driver and as many of your CD-ROM device drivers as possible into high memory in order to free up additional base memory. Below is an example of a CONFIG.SYS file that may help you to load the necessary device drivers into high memory and free up enough conventional memory:

```
DEVICE=C:\DOS\HIMEM.SYS  
DOS=HIGH  
DEVICE=C:\DOS\EMM386.EXE M9 RAM HIGHSCAN I=B000-B7FF  
DOS=UMB  
LASTDRIVE=Z
```

DEVICEHIGH=C:\DOS\DBLSPACE.SYS/M

DEVICEHIGH=C:\<CD-ROM driver>

<CD-ROM driver> will vary depending on your particular CD-ROM reader. If your CONFIG.SYS file does not contain the last two lines of the above example, please consult your CD-ROM documentation.

NOTE: You may wish to leave intact any lines that refer to your sound card (see your sound card manual for more information).

7. Save the edited CONFIG.SYS file and exit the EDIT program.

- i. To save, press Alt-F, then type S.
- ii. To Exit the Edit program, press ALT-F, then type X. Select YES at the prompt to save your changes.

You now have a boot disk which should free up enough base memory and set up enough Extended (XMS) and Expanded Memory (EMS) to run the program. This boot disk bypasses the AUTOEXEC.BAT and CONFIG.SYS files on your hard drive and starts up your computer in as clean a DOS environment as possible. If you were having trouble loading your game, try starting the software from the directory you installed to.

To start up your machine using the DOS boot disk:

1. Insert the DOS boot disk into drive A:, then restart your machine. Your computer will boot up to the A:> prompt.

2. Type C: and press ENTER to return to your hard drive.

For more information on editing your CONFIG.SYS and AUTOEXEC.BAT files, or on changing your start up configuration, consult your DOS manual.

Technical Support

Electronic Arts Technical Support

(415) 572-ARTS

Monday through Friday

8:30 am to 4:30 pm Pacific Time

Have the following information ready, if possible:

- Product name
- Type of computer you own
- Any additional system information (like type and make of monitor, video card, sound card, mouse, etc.)
- DOS version number or type of operating system
- Description of the problem you're having

If your question is not urgent, please write to:

Electronic Arts Technical Support

P.O. Box 7578

San Mateo, CA 94403-7578

Please include the above information in your letter.

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